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GENERIC ARCHITECTURES FOR FUTURE FLIGHT SYSTEMS PARICHARD J. WOOD USAF/ROME LABORATORY 1995/0000

ABSTRACT

Generic architectures for future flight systems must be based upon Open System Architectures (OSA). This provides the developer and integrator the flexibility to optimize the hardare and software systems to match diverse and unique applications requirements. When developed properly OSA provides interoperability, commonality, graceful upgradeability, survivability and hardware/software transportability to greatly minimize Life Cycle Costs and supportability. Architecture flexibility can be achieved to take advantage of commercial developments by basing these developments on vendor-neutral commercially accepted standards and protocols. Rome Laboratory presently has a program that addresses requirements for OSA as will be presented.

BIOGRAPHY

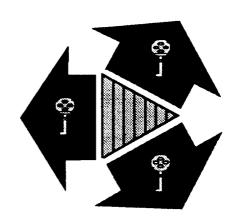
Mr. Richard J. Wood is the Laboratory Program Manager for the Architecture for Survivable Systems Processing (ASSP) program. He has managed several R & D programs such as Advanced On-Board Signal Processors and Passive Tactical Target Identification Development. Prior work includes development of automatic navigation and landing systems for the Naval Aviation Facilities Experimental Center and the Federal Aviation Agency.

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FUTURE FLIGHT SYSTEMS GENERIC ARCHITECTURE FOR

THE

ASSP



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INTRODUCTION

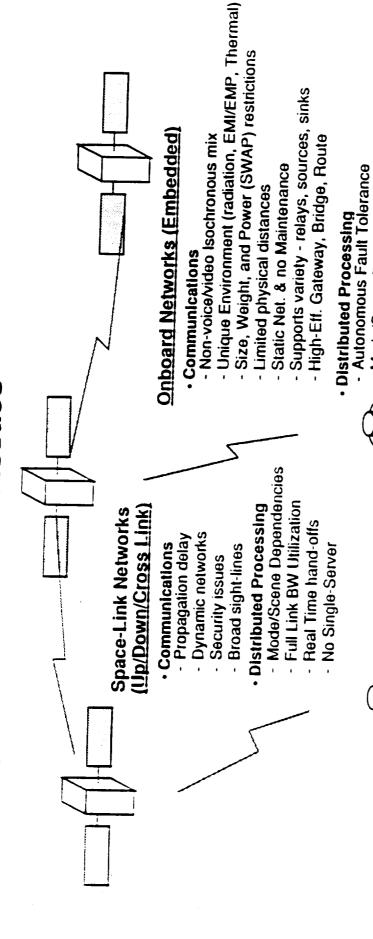
- --- Background
- --- Issues
- → ASSP Profile
- ── Products/Benefits
- Synergism
- --- Summary

NUMEROUS PROGRAMS ADDRESSING PORTIONS OF OSA/OSI

- AF / RL Architecture for Survivable System Processing (ASSP)
- Corporate Information Management (CIM)
- Modular Open System Architecture Standard (MOSAS)
- Consultive Committee for Space Data Systems (CCSDS)
- Common Communication Components (Com³)
- Next Generation Computer Resources (NGCR) Program
- NORAD US Space Command Integrated Command and Control System (NUICCS)

1993 - 1995 SURVIVABLE SYST AM PROCESSING TECHNOLOGY OPPORTUNITY Air-Ground **Processor** Advanced Space Processor Advanced **Architecture** Processing (ASSP) 1991-1995 Survivable System 1991 - 1993 **Processor** Advanced Reliable Ground for Network 1989 - 1991 Insertion (ARIN) AOSP RISC **Successfully Completed** (Demo Tape Available) and Demonstrated 0 **Processing** 1978 - 1989 Advanced Onboard Network Signal (AOSP)

Unique Space and Onboard Issues

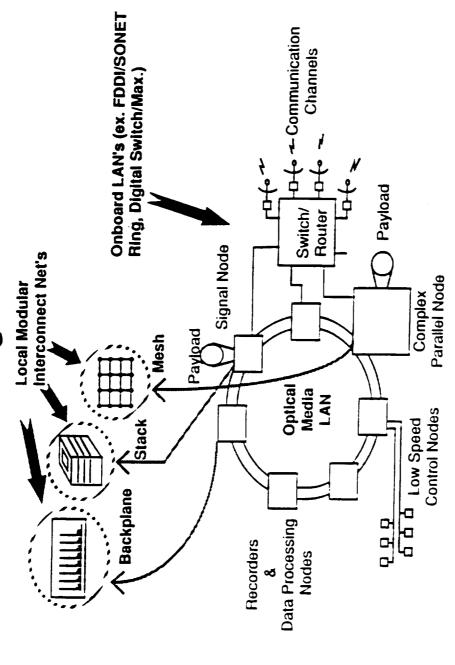


- Full Processor/Mem. Utilization

- Mode/Scene Dependencies

Pure, all Real Time task load

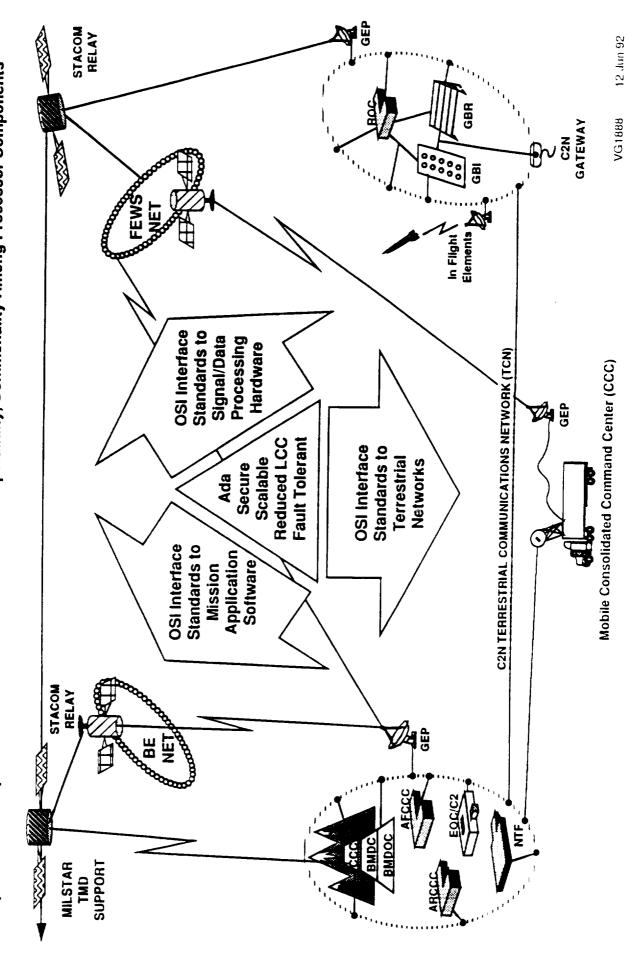
Complex Onboard Networking Scenario



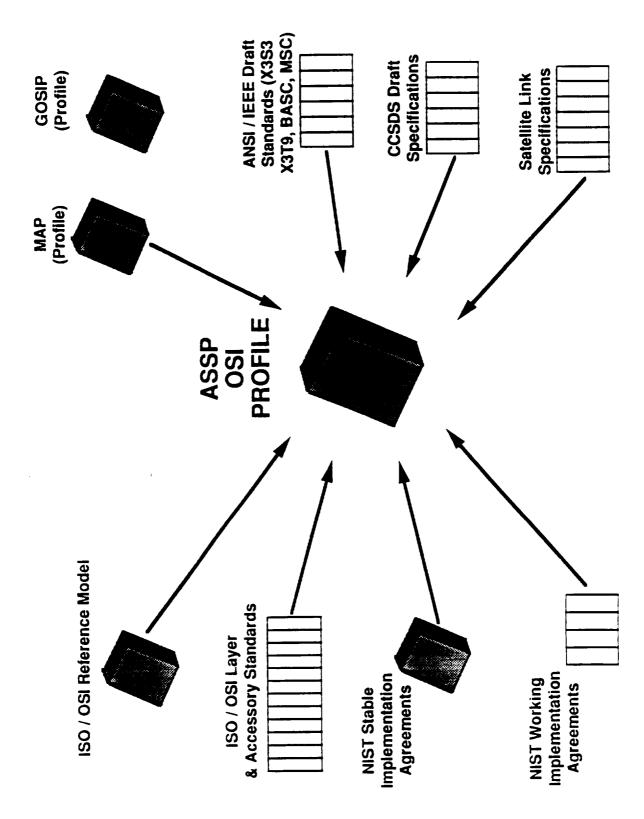
Future satellites will incorporate a wide variety of functionality implying the need for varied processors and subnetworks.

ARCHITECTURE FOR SURVIVABLE SYSTEM PROCESSING (ASSP)

Objective: Develop Standards Based OSA to Ensure Interoperability, Commonality Among Processor Components

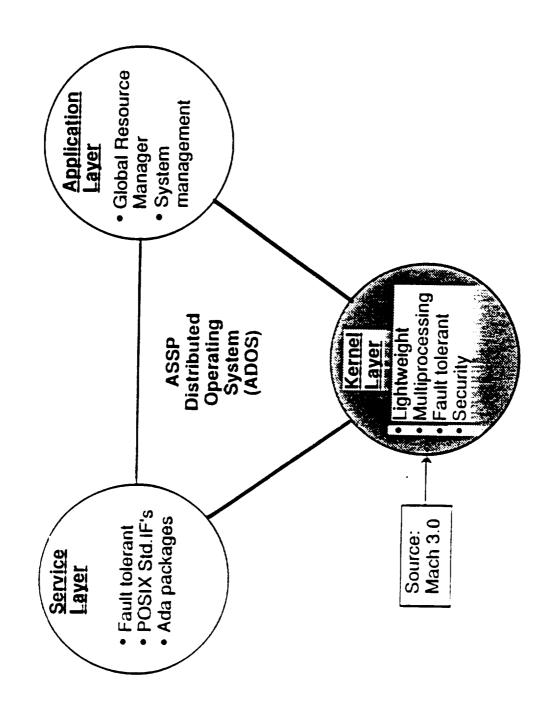


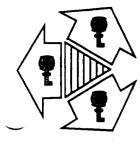
ASSP OSI PROFILE CREATION



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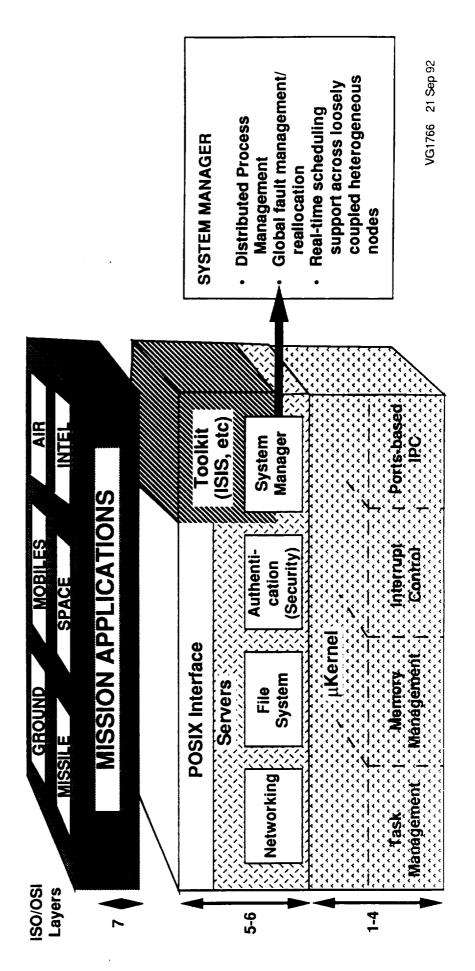
Baseline Kernel



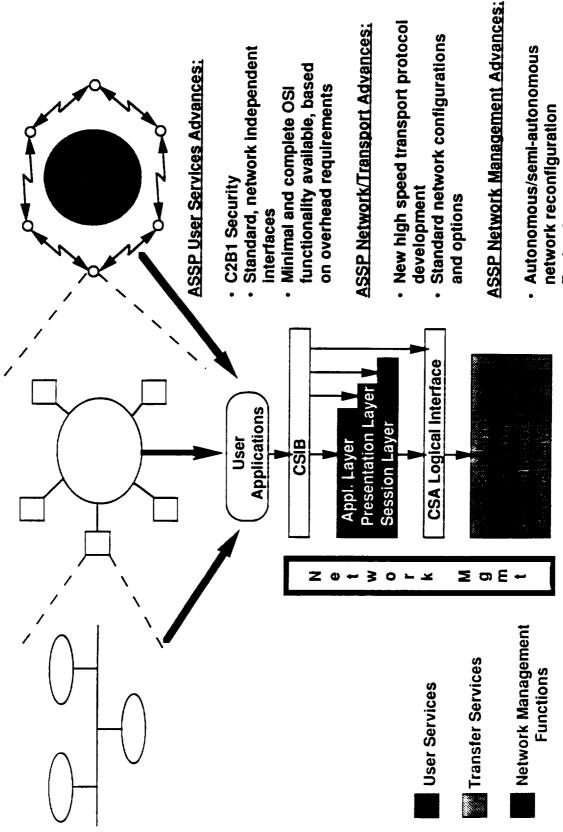


ASSP DISTRIBUTED OPERATING SYSTEM (ADOS)

- Layered ADOS Architecture provides optimal mixture of features vs. efficiency
 - Microkernel provides efficient, real time, distributed functionality
- Services provide rich networking, security, and file system management
- ASSP-specific requirements implemented using application and system manager functions when possible



NEXT GENERATION OSI PERFORMANCE



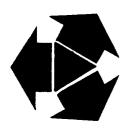
- Fault tolerance and real time support

provide verified open specifications that facilitate interoperability and next-generation performance. ASSP will take advantage of discrete advancements in protocol, service, and management to

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ASSP PRODUCTS

- Survivable Systems OSI Architecture Specification
 - Profiles composed of standards
- Options and enhancements tailored to space systems
- Flexible/Adaptable Distributed, Real Time Operating System
 - Modular and tailorable
 - Fault tolerance support
- OSI communication support
 - Standard Interface
- Simulations
- Support for specific system/application designs
 - -- Users' manual
 - Model libraries
- Breadboard and Advanced Technology Testbeds
- Configuration platform for realtime testing, prototyping, and conformance testing
- Hardware Specifications and VHDL Designs
- Space-qualifiable networking components



ASSP STANDARDIZATION BENEFITS

between intra-platform components and ground assets as well * INTEROPERABILITY - Satisfies data/communication message passing requirements as inter-platform (via GPALS standards). (Commonality)

Provides interoperability with other system constellations FEWS, GPS, BP, MILSTAR, BE, GBR, GBI

→ Reduces system Life Cycle Cost (LCC) * SUPPORTABILITY ◆ Enhances logistics requirements for maintainability and readiness.

* UPGRADEABILITY - Reduces machine dependency, promotes portability, enhances software reuse, elminates conforming to obsolete systems

* LONGEVITY

incrementally upgrade older but still operational systems with ■ Provides means for new generation components to no impact on operational status

* AFFORDABILITY - Reduces LCC.

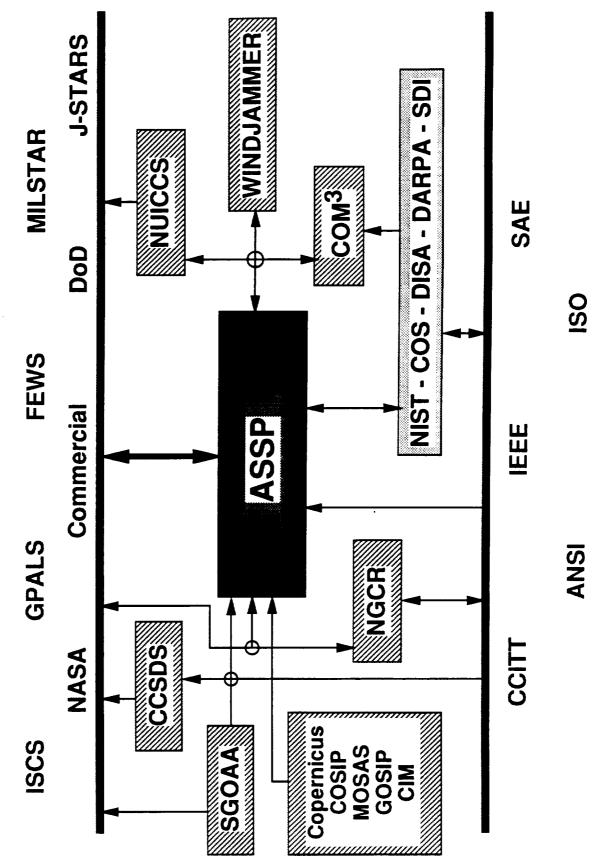
► Eliminates sole source costs.

➡ Eliminates system obsolecence.

→ Maintains system effectiveness throughout long term requirements.

Leverages on commercial developments

ASSP SYNERGISM



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ASSP SUMMARY

THE ARCHITECTURE FOR SURVIVABLE SYSTEM PROCESSING PROGRAM ADDRESSES THE KEY TECHNICAL CHALLENGES OF:

- **→** INTEROPERABILITY/INTERCHANGEABILITY OF HETEROGENEOUS PROCESSING NODES
- INSERTION OF NEW MILITARY AND COMMERCIAL **OPEN SYSTEMS ARCHITECTURES FOR SPACE, AVIONICS AND GROUND ALLOWING RAPID TECHNOLOGY**
- ► GOSIP COMPATIBLE / COMPLIENT
- → ISO / OSI REFERENCE MODEL BASELINE